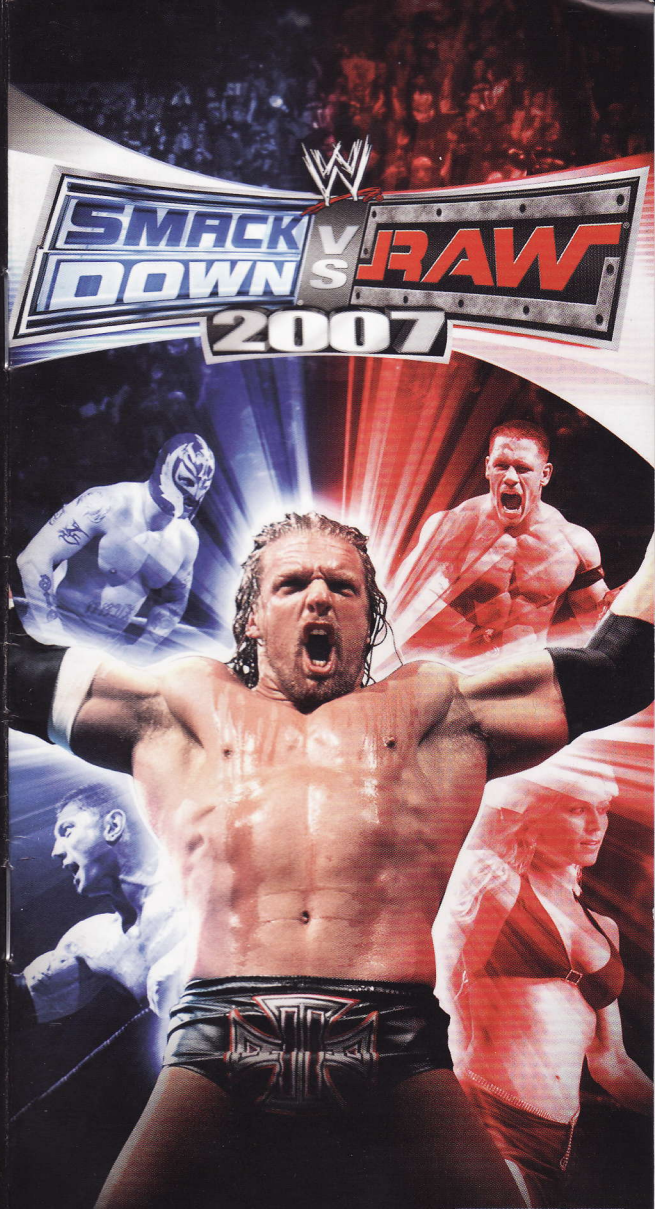




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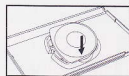


INSTRUCTION MANUAL



PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

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SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP®Game.
- Do not cancel the update before completion as this may cause damage to the PSP® system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: yourpsp.com

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the PSP® system. Turn the PSP® system on. The power indicator lights up in green and the Home menu is displayed. This title does not support certain characters used in the PSP® system's Nickname. Replacement characters will be displayed. Press the OPEN latch to open the disc cover. INSERT the *WWE SmackDown vs. RAW 2007* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's Home menu, select the  icon and then the  icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a PSP® Game while it is playing.

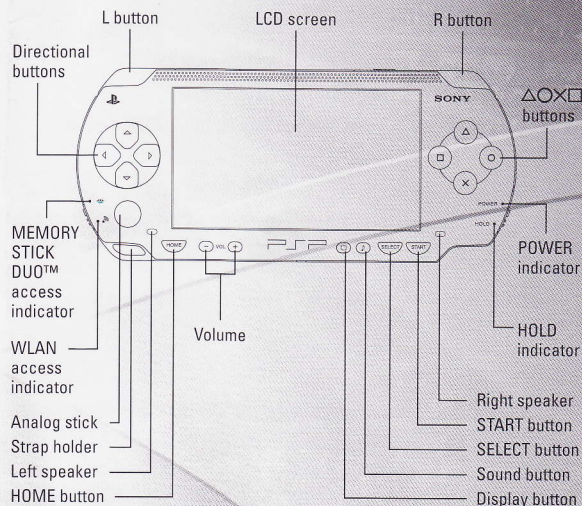
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the Memory Stick Duo™ could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP® system. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

NOTE: Please ensure there is sufficient free space on your Memory Stick Duo™ before commencing play.

STARTING UP



CONTROLS

BASIC CONTROLS

Control Superstar	Directional buttons
Strike Attack	 button
Quick Grapple	 button + (↑, ↓, ←, →)
Perform Pin (opponent on mat)	 button + ↓
Recover stamina manually	SELECT button
Perform Taunt	Analog stick
Run	Directional buttons +  button
Stop Run	 button
Enter/Exit Ring	 button

Pick up/Drop Weapons, search for weapon under ring/Remove Turnbuckle covering

⊗ button

Irish Whip

R button + ⊗ button Tap

Strong Irish Whip

R button + ⊗ button Hold

Perform Finisher (see Finishing Move section below for details)

L button

Store finishing move icon (when momentum is full)

L button + **R** button

Counter Strike Attacks

L button

Counter Grapple Attacks

R button

Counter Finishing Move

L button + **R** button

Call for interference from a stable member: Interference option must be turned ON and the match type must support interferences.

R button + ○ button

Pause menu

START button

FINISHING MOVES

Perform Finishing move (Must be in Superstar's correct finishing move situation)

Press **L** button and any directional button to use a second finisher under the same finishing move situation as the first.

Steal Opponent's Finishing Move. (Must have a stored finishing move icon as well as a full momentum meter)

Hold **R** button and press **L** button

STRIKE ATTACKS

Strike Attacks (Perform a 3 Strike Combo by rapidly pressing the Strike button)

□ button

↓ + □ button

← + □ button

↑ + □ button

→ + □ button

↖ or ↗ + □ button

↙ or ↘ + □ button

GRAPPLE ATTACKS

Quick Grapple

Control Commands

Quick Grapple Attacks

○ button + ↑

○ button + ↓

○ button + ←

○ button + →

Performing Clean / Dirty Grapple Moves

Control Commands

Initiate Clean / Dirty Grapple Hold

Hold **R** button + ○ button + ↑

Ultimate Control Move

○ button

Clean / Dirty Grapple Attacks

○ button + ↓

○ button + ←

○ button + ↑

○ button + →

Performing Submission Grapple Moves

Control Commands

Initiate Submission Grapple

Hold **R** button + ○ button + ↓

Ultimate Control Move

Push ○ button

Submission Grapple Attacks

○ button + ↓

○ button + ←

○ button + ↑

○ button + →

Performing Category 1 Grapple Moves	Control Commands
Initiate Category 1 Grapple Hold	Hold R button + ○ button + ←
Ultimate Control Move	○ button
Category 1 Grapple Attacks	○ button + ↓
	○ button + ←
	○ button + ↑
	○ button + →
	○ button + ↔
Performing Category 2 Grapple Moves	Control Commands
Initiate Category 2 Grapple Hold	Hold R button + ○ button + →
Ultimate Control Move	○ button
Category 2 Grapple Attacks	○ button + ↓
	○ button + ←
	○ button + ↑
	○ button + →
	○ button + ↔
Offensive Controls Within Grapple Hold	Control Commands
Strike	□ button
Drag opponent	Directional buttons
Irish Whip	R button + × button tap
Strong Irish Whip	R button + × button hold
Release grapple Hold	○ button
Go behind opponent (The opponent becomes groggy.)	△ button

REAR GRAPPLE MOVES

Rear Grapple Moves	Player Condition: Standing behind Opponent
Rear Grapple Move 1	○ button + ↓
Rear Grapple Move 2	○ button + ←
Rear Grapple Move 3	○ button + ↑
Rear Grapple Move 4	○ button + →
Irish Whip	R button + × button tap
Strong Irish Whip	R button + × button hold
Whip opponent around to the front.	Hold R button + ○ button + directional buttons (any direction)

WHEN RUNNING

While Running	Control Commands
Running Strike Attacks	□ button
	Directional buttons + □ button
Stop running	△ button
Exit ring	× button
Counter opponent's strike attack	L button
Running Strike Attacks (downed opponent)	× button, □ button
	× button, directional buttons + □ button
Diving outside of the ring attack	× button + □ button (Next to the ropes)
While running toward the front of opponent	Control Commands
Irish Whip	R button + × button tap
Go behind opponent (The opponent becomes groggy.)	× button + ← / × button + →
Running Grapple Attacks	○ button + ↑ / ○ button + ↓
	○ button + ← / ○ button + →

While running toward the back of opponent	Control Commands
Rear Running Grapples	⊙ button + ↑ / ⊙ button + ↓ ⊙ button + ← / ⊙ button + →
Duck	⊗ button

WITH OPPONENT ON MAT

Downed Opponent	Control Commands
Down Strike Attacks	⊠ button ↑ / ↓ + ⊠ button ← / → + ⊠ button
Pick opponent up	⊙ button
Lift opponent to sitting position	⊙ button + ⊙ button
Drag opponent	Hold ⊙ button
Pin opponent	⊙ button + ↓
When opponent is on mat (next to opponent's upper body)	Control Commands
Upper Body Grapple Attacks	⊙ button + ← ⊙ button + ↑ ⊙ button + →
When opponent is on mat (next to opponent's lower body)	Control Commands
Lower Body Grapple Attacks	⊙ button + ← ⊙ button + ↑ ⊙ button + →

AGAINST A TURNBUCKLE

Opponent's back against turnbuckle	Control Commands
Irish Whip	R button + ⊗ button tap
Turnbuckle Grapple Attacks	⊙ button + ↓ ⊙ button + ← ⊙ button + ↑ ⊙ button + →
Opponent's stomach against turnbuckle	Control Commands
Irish Whip	R button + ⊗ button tap
Rear Turnbuckle Grapple Attacks	⊙ button + ↓ ⊙ button + ← ⊙ button + ↑ ⊙ button + →
Downed Opponent in turnbuckle corner	Control Commands
Lift opponent up	⊙ button
Ground Turnbuckle Grapple Attack	⊙ button + directional buttons (any direction)

TAG MATCH

Tag	⊗ button toward tag partner standing on apron
Tag - Turnbuckle Double Team Attacks	⊙ button + ↓ (when opponent is groggy at your tag team corner) ⊙ button + ← (when opponent is groggy at your tag team corner) ⊙ button + ↑ (when opponent is groggy at your tag team corner) ⊙ button + → (when opponent is groggy at your tag team corner)

(When your tag partner is grappling opponent) Double Team Attacks

⊙ button + ↓

⊙ button + ←

⊙ button + ↑

⊙ button + →

SPECIAL REFEREE

(when pinning) Count pins

⊗ button

Perform Countout (when Superstar is outside of ring)

⊗ button

Announce Submission (when Superstar performs Submission)

⊗ button

Declare DQ (when Superstar performs weapon attack)

⊗ button

Slide in and count pins (while running and when pinning)

⊗ button

ROYAL RUMBLE

Control Superstar when "Press the SELECT button" is displayed on nameplate

SELECT button

Automatically enter ring during a forced push out by opponent (must have a finish icon stored)

⬛ L button

Lift up the opponent groggy on the ropes - only when the Superstar's weight class is heavier than the opponent's by more than 1 class.

⊙ button + directional buttons (any direction)

Throw opponent over the ropes (while holding an opponent)

⊙ button

STEEL CAGE MATCH

Begin climb up cage

Directional buttons + ⊗ button

Climb up cage - The stretch meter appears.

⊗ button

Escape from the cage (once at the top)

⊗ button

Diving attack off the top of the cage

Directional buttons + ⊙ button

Shake cage while opponent is climbing out

⊙ button (when standing next to cage)

Throw opponent off of cage

⊙ button (when standing next to cage while opponent is climbing up)

Drop from cage

⬛ R button

Attempt escape through cage door.

⊙ button (when opponent is against turnbuckle in the lower left corner)

Throw opponent into cage

Strong Irish Whip toward cage

HELL IN A CELL

Throw opponent into ring

⊙ button + ↓ (when standing in-between the Cell and ring)

Cell Grapple attacks

⊙ button + ← (when standing in-between the Cell and ring)

⊙ button + ↑ (when standing in-between the Cell and ring)

⊙ button + → (when standing in-between the Cell and ring)

Open Cell door

Run toward door (when door is not open)

Enter/exit Cell door

⊗ button (when door is open)

Climb Cell

Run toward Cell (when standing outside of Cell)

Climb down from top of Cell

⊗ button (while standing near edge of Cell)

Throw opponent off of the Cell

⊙ button + directional buttons toward opponent (standing near edge of Cell)

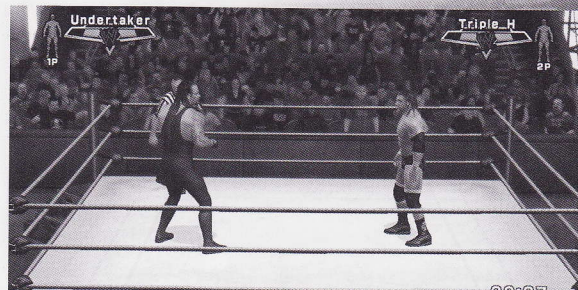
ELIMINATION CHAMBER

Climb on top of Chamber	Directional buttons + ⊗ button (while on turnbuckle)
Climb down from Chamber	⊗ button (while on Chamber)
Climb Chamber	⊗ button toward Chamber wall
Diving Cross Body	□ button (while on Chamber wall)
Move over Chamber fence	Directional buttons (while on Chamber wall)
Grind opponent's face against Chamber	Irish Whip toward Chamber (While standing near Chamber wall)
Pull down opponent	⊙ button + directional buttons (any direction) (underneath an opponent on Chamber wall)

BURIED ALIVE MATCH

Trigger burial mini-game	Drag opponent toward casket
Special casket finishing move	Irish Whip opponent toward casket and press the L button to perform finishing move (must have stored finishing move icon and full momentum)

GAMEPLAY SCREEN



MAIN MENU

After the game loads up, the main menu appears on screen. Use the directional buttons to move up and down through the menu. Press the ⊗ button to make your selection.

Exhibition	Play an exhibition match
Game Modes	Participate in a PPV, play General Manager Mode, or start / continue a Season.
Road To WrestleMania	Create an original vs. tournament or participate in a quick play tournament for a shot at the vs. title of your choice.
Create Modes	Here you can create a vs. Superstar, create a move-set, create your own entrance, create a stable of Superstars, customize attributes and create your own vs. Championship.
Locker Room	View the trophies, belts, and honors you've earned in your career. You need to create a profile to save accomplishments to your Locker Room. See page 24 for details.
Online	Go online and compete head to head with people from around the world. Do you have what it takes to be the best? See page 25 for more details.
Options	Adjust sound settings, match rules, in game options, advanced options, save and load your profiles, and more. Follow the on-screen directions to adjust all of these options. View tutorial movies to help master the controls of the game.

GAMEPLAY FEATURES

QUICK GRAPPLES (ALL NEW FOR '07)

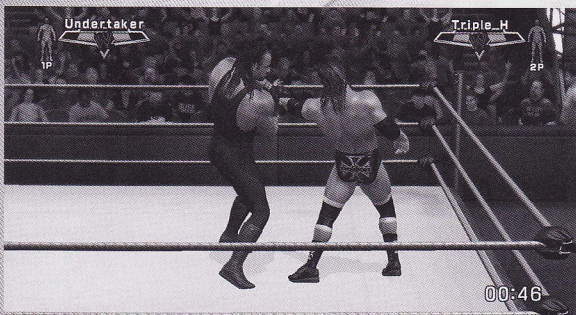
Quick grapples are difficult to reverse, low-damage attacks that are performed free of a grappled state. Simply press **↑**, **↓**, **←** or **→** and the **○** button at the same time to perform a different quick grapple attack. Each Superstar is equipped with four front and four rear Quick Grapple attacks. Quick Grapples are a great way to work over an opponent during the early minutes of a match. Each Superstars' Quick Grapple move-set can be edited in the Create A Move-Set option.

STRONG GRAPPLES (ALL NEW FOR '07)

Strong Grapple moves inflict more damage than quick grapples but are also easier to reverse due to their slow movement. Unlike quick grapples, Strong Grapples can only be performed while in a grappled state. To lock your opponent in a grappled state, press and hold the **R** button, then press **↑**, **↓**, **←** or **→** and the **○** button. Each Superstar is equipped with four different Strong Grapple holds within their move-set.

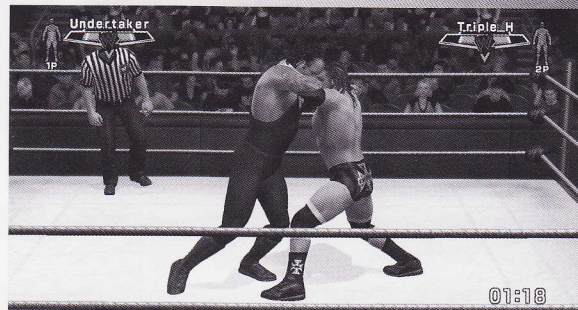
SUBMISSION GRAPPLE HOLD

Hold the **R** button and the **○** button + **↓** to lock your opponent in a submission grapple hold. Once locked in the grapple hold, press **↑**, **↓**, **←** or **→** and the **○** button to perform 4 different Strong Grapple Submission moves.



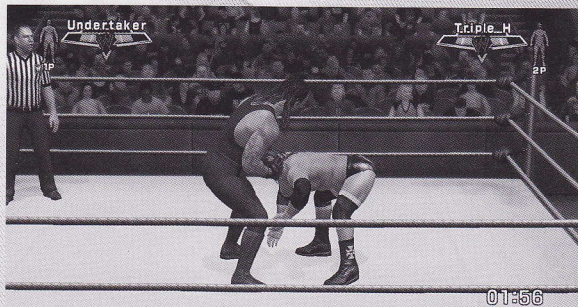
CLEAN/DIRTY GRAPPLE HOLD

Hold the **R** button and the **○** button + **↑** to lock your opponent in a clean/dirty grapple hold. Once locked in the grapple hold, press **↑**, **↓**, **←** or **→** and the **○** button to perform 4 different clean/dirty Strong Grapple moves.



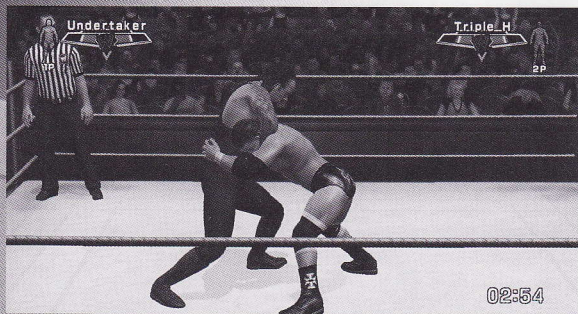
CATEGORY 1 GRAPPLE HOLD

Hold the **R** button and the **○** button + **←** to lock your opponent in a Category 1 grapple hold. Once locked in the grapple hold, press **↑**, **↓**, **←** or **→** and the **○** button to perform four different category 1 Strong Grapple moves.



CATEGORY 2 GRAPPLE HOLD

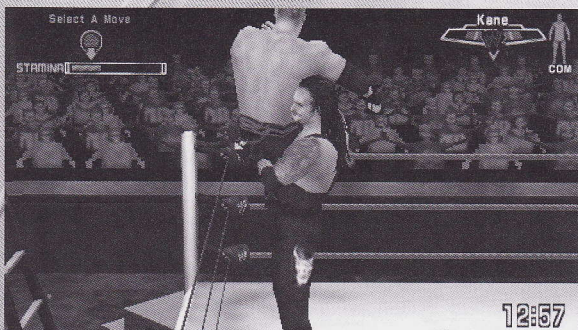
Hold the **R** button and the **○** button + **→** to lock your opponent in a Category 2 grapple hold. Once locked in the grapple hold, press **↑**, **↓**, **←** or **→** and the **○** button to perform four different category 2 Strong Grapple moves.



NOTE: Category 1 and Category 2 grapples can be edited in the Create A Move-Set option. Players can pick from a list of seven different grapple categories and assign them to their Superstar.

ULTIMATE CONTROL MOVES (ALL NEW FOR '07)

Ultimate Control Moves give players the freedom to decide when and where they want to lay the smackdown on their opponent. To perform an Ultimate Control Move, you must first be in a grappled state. Once in a grappled state, press the **○** button to initiate the Ultimate Control Move. Follow the instructions along the Heads Up Display (HUD) to select a grapple move. After a grapple has been selected, press the analog stick in the direction as indicated along the HUD. Each Superstar has four Ultimate Control Moves for each one of their four Strong Grapple holds.



ENVIRONMENTAL HOTSPOTS (ALL NEW FOR '07)

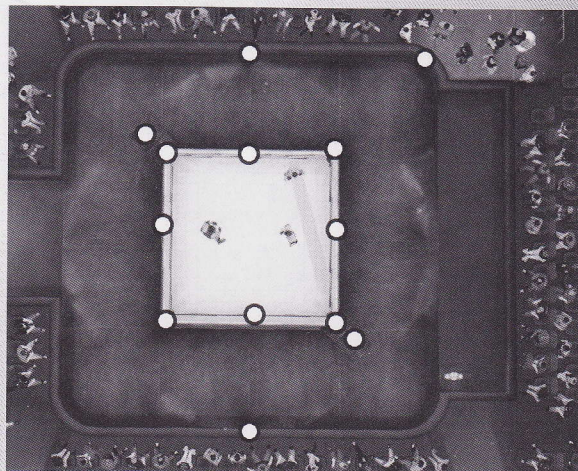
Sometimes grapples and strikes just aren't enough to put an opponent away. When standard wrestling techniques fail, it may be time to utilize the surrounding environment as a weapon against your opponent. Simply lock your opponent in a strong grapple and drag them toward any object in the environment to automatically trigger its environmental hotspot situation. Move the analog stick as instructed along the HUD to perform the appropriate grappling action. The diagram below contains some of the environmental hotspots spread throughout the ring area. Experiment during gameplay by dragging your opponent to different locations inside and outside of the ring to locate more environmental hotspots.

Stop Environmental Hotspot

○ button during Environmental Hotspot

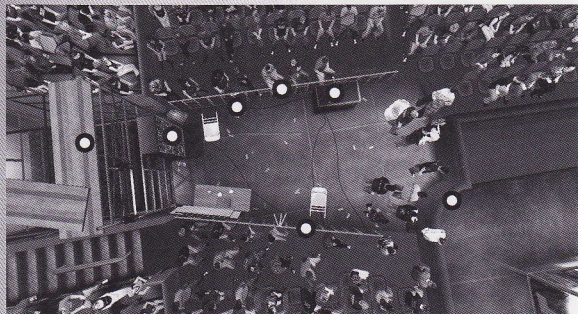
Perform special taunt

directional button during Environmental Hotspot (any direction)



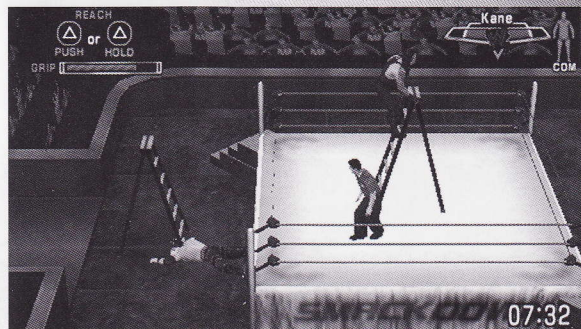
FIGHTING AREA IN THE CROWD (ALL NEW FOR '07)

When the fighting spills outside of the ring, continue the fight inside of the all-new Fighting Area In The Crowd. To access this new fighting area, simply Irish whip your hapless opponent into the corner barricade wall near the announce table. When your opponent is slumped against the barricade, perform any grapple to clothesline your opponent over the barricade wall and into the crowd area. Once inside of the crowd area, fans hand you a wide assortment of everyday items which can be used as weapons, such as crutches or umbrellas. You'll also be able to interact with the fans directly. Approach any fan holding up a sign and press the **X** button to take the sign from the fan and cheer along with him/her if you're a clean Superstar, or rip it in half and toss it to the ground if you're a dirty Superstar. The FITC area also contains environmental hotspots and backstage equipment, which can be used as weapons against your opponent. The diagram below contains a few of the interactive areas available in the crowd area.



IMPROVED LADDER MATCH CONTROLS (ALL NEW FOR '07)

The Ladder Match has undergone a facelift in *WWE SmackDown vs. RAW 2007* and features all-new gameplay controls. The objective of the Ladder Match is to set-up a ladder in the middle of the ring, climb to the top and remove the championship belt suspended above the ring. Once you've ascended to the top of the ladder and are within reach of the belt, the **△** button will appear along the HUD. Tap the **△** button to reach with one hand, or hold the **△** button to reach with both hands.



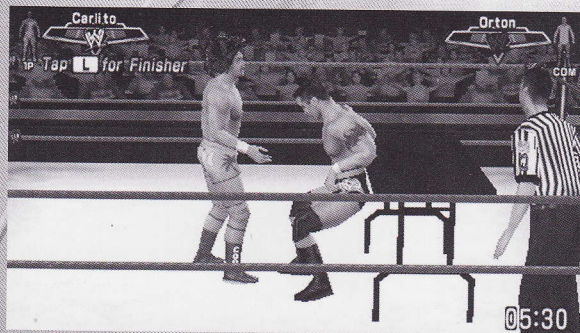
If you manage to grab the championship belt, the next step is to find the "sweet spot." Move the analog stick around to locate the "sweet spot." When the "sweet spot" has been found, the ladder gauge begins to pulsate. Hold the analog stick in the "sweet spot" location in order to drain the ladder gauge. Once fully depleted, the championship is yours and the match is over!



Pick up ladder	⊗ button
Set-up ladder (while holding ladder)	⊗ button
Drag a set-up ladder	Hold ⊗ button (while standing to the ladder's side)
Release ladder	⊗ button (while dragging ladder)
Lean ladder horizontally against an already set-up ladder	Move (towards ladder) + ⊗ button (while holding ladder)
Run up leaning ladder	△ button (when a ladder is leaning against another ladder)
Push ladder over	⊗ button (when two opponents are on top of a ladder)
Drop safely to the mat	⊗ button (while hanging from item)

IMPROVED TABLES MATCH CONTROLS (ALL NEW FOR '07)

The Tables Match has also undergone a much needed facelift and features an all-new gameplay mechanic as well as controls. To win the match, you must slam your opponent through a wooden table, but before you'll be able to slam an opponent through a table, you will need to meet two requirements. First, you will need to store a finishing move icon. Once a finishing move icon has been stored, you will need to turn at least one limb on your opponent's limb damage meter red. Next, Irish whip or drag your opponent toward a set table to make them lean against it. While your opponent is dazed press the **L** button to perform the table finishing move to slam them through the table.



Pick up table	⊗ button
Set up table (while holding a table)	⊗ button
Drag table	Hold ⊗ button while standing next to table
Release table	⊗ button (while dragging table)
Double Stack Tables	While holding a table walk into a setup table and press the ⊗ button (inside the ring).

MOMENTUM

As you compete in the match, your Superstar gains momentum with each strike and grapple that he/she lands. When you fill your momentum meter up, you earn the ability to perform that Superstar's finishing move or store it for later use.



STAMINA

Throughout the course of a match, Superstars accumulate fatigue and their stamina meters slowly begin to deplete. Performing strenuous in ring activities such as grapple moves, strikes and running cause each Superstars stamina meter to drain. How fast depends on each Superstars stamina attribute rating, which can be viewed on the Superstar Back screen. Superstars with a high stamina rating are slow to lose stamina and fast to regain it. Superstars with a low stamina attribute are quick to lose stamina and slow to gain it back. Stamina can be regained manually by pressing and holding the SELECT button. Stamina also automatically increases when being inactive in the ring.



PLAYING POSSUM

Brute strength alone cannot always carry you to a victory inside the ring. Using your quick wits can often pull you out from the doldrums of defeat. Fake an injury to lure in your opponent and catch them by surprise by securing them in a quick and powerful pin. While lying on the mat, and in possession of a stored special, press and hold the  button and successfully counter your opponent's strike or grapple attack by tapping either the  button or  button. If done correctly, you'll catch your opponent off guard and will be able to capture him in an incredibly powerful pin that's hard to escape.

STEALING TAUNTS

Further humiliate your opponent by stealing their signature taunt! With a stored finishing move icon, hold the  button and press any directional button to steal your opponent's taunt. If the stolen taunt is performed without interruption, it completely drains your opponent's momentum meter.

GENERAL MANAGER MODE

Take control of *SmackDown* or *RAW* as the General Manager in this all-new game mode. Can you turn a profit in the world of sports-entertainment? This is your shot. Control General Manager mode via the following menu

Schedule	View upcoming PPV events and schedule the weekly match card.
Email	Check your E-mail inbox for messages.
Rosters	View the rosters, set up a rivalry, propose trades with the other brand, look at free agents, adjust C-A-S attributes and check out the up and comers in the developmental league.
Weekly Reports	Check out what happened in previous Pay Per View events, previous <i>SmackDown</i> and <i>RAW</i> episode results, look at the Fan Support Line, and look over Tazz's and J.R.'s reports.
Financials	Check the income sheets and hire trainers to maintain a healthy roster of Superstars.

LOCKER ROOM

As you compete in the world of sports-entertainment, you earn awards and championship belts. View them in your profile's Locker Room. The Locker Room is your place to hang out between matches and enjoy all of your accomplishments.

WIRELESS PLAY

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

WWE SmackDown vs Raw 2007 supports Ad Hoc mode only.



Wireless Compatible



Game Sharing



Wireless Compatible

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP® Game in their PSP® system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.

EXHIBITION MATCHES

Compete against a friend in Ad Hoc mode in a series of match types. Single, Tag and Main Event match types from the offline game mode are available for play. You can also create your own game with the rules set to your liking (Royal Rumbles and Elimination Chambers are not available for Created games).

ONLINE TITLE MATCH

Put your created Championship on the line and compete against other players for your Championship. Do you have the fortitude to put it all on the line?

RANKINGS

See how you stack up against other players in the rankings board. The ranking board records stats for the following:

- Overall ranking
- Wins
- Losses
- Win percentage
- Winning Streak
- Championship Value/Prestige
- Total winning streak
- Title match victories
- Title defenses
- Total title defenses
- Disqualifications

TRADE CREATED SUPERSTARS

Trade your created Superstars with other players. Negotiate player-to-player trades of original created Superstars to get the deal done!

CREDITS

DEVELOPED BY YUKE'S

Producer

Hiromi Furuta

Senior Producer

Norifumi Hara

Executive Technical Directors

Tokuichi Kitaguchi
Shintaro Matsubara
Nobuyoshi Ono

Executive Director

Taku Chihaya

Executive Art Directors

Yoshio Togiya
Makio Yamanaka

Multi Platform Director

Kiyotaka Azuma

Project Director

Osamu Hashimoto

Main Game System Programmers

Tokuichi Kitaguchi
Katsumi Nakagaki
Reiji Sato
Tsukasa Kato

GM Mode Programmer

Mitsuhiro Nishide

Season Mode Programmer

Hajime Ohara

Create A Superstar Programmer

Kouji Hayashi

AI Programmer

Katsumi Nakagaki

Interface Programmer

Hiroshi Kanda

Locker Room Programmer

Atsushi Narita

Sound Director & Programmer

Takashi Takezawa

Programmers

Takuya Suzuki
Masahito Hasegawa
Hayato Ebina
Taishi Goto

Online Interface Programmers

Seishiro Mizukami
Kenji Yoshino
Jiro Moriya

Game Engine Programmers

Toshiyuki Mori
Hiroki Ueno
Akitsugu Hirano

Tool Programmers

Nobuyoshi Ono
Hideki Suzuki

Main Game System Designer

Kentaro Arai

GM & Season Game Designer

Kenzy Nakamura

Online & 3d Locker Game Designer

Naoto Ueno

Interface & Sound Game Designer

Hidekazu Tanaka

Game Designers

Naoto Kuge
Makoto Sato
Totti Sato
Rie Kikuchi

Art Director Of Character Modeling

Ryohei Oguma

Lead Modeling Artists

Yukie Okamoto
Kazuki Watanabe
Keiko Zama

Character Modeling Artists

Youhei Nakagawa
Sawada
Yoshihisa Shimizu
Yamaguchi Takushi
Sachiko Kuribara
Kawamoto Ayumu
Sakamoto Masashi
Amenomiya Kazuki
Yoshida Manabu
Konno Takanori
Kawasaki Akira
Hayasaka Ayumi
Imamura Takuya
Yabuki Jyun
Mitobe Satoshi
Ito Sachiyo
Yutaka Akao
Yasuhiro Morita
Muramoto Shuichi
Katsumi Marunaga
Tsushima Kenji
Kaji Kaori

Matsuda Takuya
Nobuyuki Nakayama
Dai Kitajima
Naoyuki Takashima
Yoshiko Murai
Tomoko Yamagami
Hiroki Takemura
Daisuke Higuchi
Kenichi Suto
Daisuke Higuchi
Hajime Kawaguchi
Seiki Iijima
Ken Morita

CAS Team

Akiko Miura
Eri Nakaki
Fukazawa
Matsuda

Art Directors Of Environment Modeling

Koji Makin
Shin Sasaki

Environment Modeling Artists

Mayo Ochiai
Syuhei Hinohara
Yoshihisa Satou
Shinohara Katsuya
Katayama Shinichi
Takeya Yukiko

Lead Effect Artist

Ryo Taya

System Animators

Mitsuo Shimuzu
Chizuru Ogura
Takayoshi Akasaka
Haruka Katayama
Yoshiyuki Iwai
Hirokazu Tabata
Shinji Ito
Takayuki Ootsuka
Daijiro Kakinuma

Entrance & Cut Scene's Animators

Yasuhiro Tsukahara
Takashi Watanabe
Tatsuaki Tsukamoto
Keisuke Saito

2D & Interface Artists

Kazunari Nike
Yuzuru Hiroki

Online Programming, Fine

Hiroshi Fukuda
Junichi Taguchi
Takashi Hashiki
Kouji Sasa
Masayuki Makita

Multi-platform Programming, Value Wave

Ryu Takada
Sotaro Arakawa
Kazuya Shinmoto
Shiro Mikata
Akihisa Shiota
Takeshi Takeuchi
Masaharu Watanabe
Hiroshi Niki
Mituru Ueno
Yasuhiro Yoshinobu
Naotake Aboshi
Toshiji Hazumi

Yukes QA Managers

Ryo Ohura
Masayuki Soneda

Lead Testers

Ryoichi Ohe
Mitsuhiro Watanabe
Kazuyuki Watanabe
Emiko Watanabe
Takuro Yamamori
Sho Ohue
Shintaro Morikawa

Testers

Tokuyoshi Kanemoto
Kazuyuki Hosono
Hajime Taguchi
Toshiaki Kikuchi
Hidenaga Amari
Ryohei Kato
Nobuhiro Sato
Yuji Hirata
Ryota Yamaguchi
Takuya Yonezawa
Tsuyoshi Shibayama
Yuki Nishino
Munehika Suzuki
Jun Saito
Yuji Kusayanagi

Translator

Leo King

System Support

Kentaro Seto
Tetsuya Kanazawa
Syuuji Matsudaira

Administrative Support

Tsuneharu Sasaki
Satomi Takao
Junko Miyamamoto

Legal Manager

Keiko Sakaguchi0

A Special Thanks

Yukinori Taniuchi
All Yukes Staff
Shun Yamaguchi
Kensuke Kanouda

World Wrestling Entertainment

All THQ and Jakks Pacific staff for their loyal dedication and great support.

THQ PRODUCTION

Director of Product Development

Keith Kirby

Project Managers

Colin Mack
Frank Bowen

Creative Manager

Cory Ledesma

Associate Creative Manager

Bryan Williams

Director External Development

Jeff Smith

Licensing Manager

David Knudsen

Script Writer

Bryan Stratton

Creative and Technical Consultants

Dan Ryan
Lance Laspina
Jessica King
Ian B. Hayden
Brian Dewey
Martin Marin

Music Licensing Supervisor

Victor Rodriguez

Translators

Yuri Tanaka
Makiko Hosoya

Senior Vice President,

Product Development

Steve Dauterman

Executive Vice President,

Worldwide Studios

Jack Sorensen

THQ QUALITY ASSURANCE

Director, Quality Assurance

Monica Vallejo

QA Managers

Mario Waibel
Michael Motoda

Test Supervisor

David Sapienta

Test Leads

Jeremy Kilichowski
Joseph Pearson
Amin Razi
Enrique Castro
David Bianchi

Testers

Jennie Ann Mark
Nicholas Kerley
Aaron Ruben
Genaro Avila
Josh Kimmel
John Doberne
Kevin Heeter
Michael Soll
Josh Rowley
Matt Kinsey
Justin Andrews
Adam Poole
Javier Castillo
Michael Spray
Eugene Park
Jodie Geiselman
John Phillip Law
Chalermchai Plianpho
Karl Scholl
Collin Yamaka
Daniel Brownstone
Derek Gorman
Amanda Stutzman
Nathan Kraw
Andrew Eads
Caleb Hoffman
Mitch Cronin
JT Cole
Drew Holmes
Kenny Schwarz
Jake Roth
Adrian Evans
Jesse Collier
Jeff Johnson
Josh Stelzer
Andrew King
Casey Fish
Alex Newman
Jon Volkman
Jeff Bielawskii
Scott Leaton
James Selen
Osvaldo Mejia
AJ Smith
Charles Chiapetta
Christopher Lane

Christopher Miles

David Lejeune
DC Wolfe
Marcus Morgan
Matthew Tullis
Orion Brown
Oscar Melgar
Patrick O'Riley
Ricardo Mansilla
Scott Young
Jaime Armenta
Henry Vidal
Dustin Tioseco

First Party Supervisors

Matt Ames
Jason Tani

First Party Specialists

Hugh Mitchell
Jason Hughes
Michael Booker
Brian Skidmore
Jennifer Henschel
Arielle Jayme
Darryl Matthews
Nathan Bell
Eva Keyes
Dimitri Del Castillo
Ryan Fell

QA Technicians

Richard Jones
David Wilson
Michael Zlotnicki

Remastering Project Manager

Charles Batarse

Mastering Lab Technicians

Heidi Salguero
Glen Peters
Anthony Dunnet
T. Ryan Arnold

Database Administrator

Jonathan Gill

Database Applications Engineers

Brian Kincaid

Game Evaluation Team

Scott Frazier
Matt Elzie
Eric Weiss
Chris Emerson

Human Factors Design Specialist

Ray Kowaleski

QA Operations Coordinator

Steve Nelson

MARKETING

Executive Vice President of Publishing

Kelly Flock

Senior Vice President of

Worldwide Marketing

Bob Aniello

Director of Creative Services

Howard Liebeskind

Director of Global Brand Management

Brad Carraway

Senior Global Brand Manager

Tracy Muniz

Brand Manager

David Pava

Associate Brand Manager

Andrew Brawley

Senior Public Relations Manager

Kristina Kirk

Media Relations Manager

Jaime Jensen

Creative Services Manager

Kirk Sordal

THQ SPECIAL THANKS:

Brian Farrell
Joshua Austin
Jim Kennedy
Brandy A. Carrillo
Debbie Fingerman
Chris Folino
Melissa Rivas
Devin Knudsen
Kris Buccieri
Tamami Oduor
Andy Abramovici
Michael Becker
Ryan Katz

THQ INTERNATIONAL

SVP European Publishing

Ian Curran

Director, Global Brand Management

Michael Pattison

Senior Global Brand Manager

Mickey Torode

Assistant Global Brand Manager

Anthony Newall

Online Manager

Huw Beynon

International Art Director
Till Enzmann

DTP Operator (ICS)
Anja Johnen
Delfel Tapper
Dirk Offenberg
Jens Spangenberg
Jörg Stauvermann
Ramona Sackers
Ramona Stell

European Localisation Director
Susanne Dieck

European Localisation Engineer
Bernd Kurtz

UK Marketing Manager
Jon Rooke

UK Senior PR Manager
Greg Jones

Export Marketing Manager
Gayle Shepherd

Product Manager, Germany
Claus Schmidt

Head of PR, Germany
Georg Reckenthäler

Marketing Manager, Nordic
Henrik Viby

PR Manager, Nordic
Peter Jakobsen

Senior Product Manager, France
Jeremy Goldstein

PR Manager, France
Jerome Benzadon

Product Manager, Spain
Javier Manu

PR Manager, Spain
Jorge Nicolas Vazquez

Marketing and PR Manager, Benelux
Robin Wolff

Product Manager, Asia Pacific
Jon Rowe

PR & Promotions Co-ordinator, Asia Pacific
Drew Taylor

Special Thanks
Annie Sullivan
Jeroen Pompen
Miguel Canut
Rory Donnelly
Roy Campbell

LICENSOR, JAKKS PACIFIC, INC.

Vice President JAKKS Interactive
Nelo Lucich

**Director of Interactive
JAKKS Interactive**
Hayley Wichmann

Project Manager JAKKS Interactive
Jarrod Madrigal

Project Manager JAKKS Interactive
Randy Planch

WWE

**Executive Vice President
Consumer Products**
Donna Goldsmith

Sr. Director, Global Licensing
Florence DiGiorgio

Sr. Director of Product Development
Michael Archer

Sr. Brand Equity Coordinator
Bernadette Hawks

Brand Equity Assistants
Steven Pantaleo
Chris Terranova

Brand Equity Editor / Copywriter
Kevin Caldwell

Talent Relations
Mark Carrano

Director, Global TV Business Affairs
Lisa Lee

TV Business Affairs Coordinator
Diana Velez

Director, Audio Engineer
Chris Argento

Executive Producer, WWE
Kevin Dunn

**Composer, Producer,
Director of Music, WWE**
Jim Johnston

Managing Producer, WWE Raw
Adam Pennucci

Managing Producer, WWE SmackDown
Chris Lawler

Media Asset Manager, WWE
George Germanakos

Media Asset Assistant, WWE
Eric Massoud

Music Coordinator, WWE
Darryl Harvey

Director of Graphics, WWE
William Goertel

Director of Graphics, WWE
Bruce Sandler

Special Thanks:
Frank Vitucci
Sean Sellman
Mark Yeaton
Marty Pingree
Law Bosse
Den Burke
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Anne-Marie Feliciano
Ed Kaufman
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Joel Satin
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Kevin Callahan
David Lagana
Jaclyn Farley
Tim Roche
Lauren Middled
The Mook
Mike Mulligano
Kevin Callahan
Bruce Sandler
Jim Widman

HYDROGEN WHISKEY STUDIOS

Visual Director
Ronald Franco

Animation Director
Rommel Franco

Technical Director
Cynthia Franco

Production Manager
Krissie Franco

Casting & Assistant Director
Jon Okui

Technical Artists
Eric Barrios
Michael (Mikay) Kelleher
Andrew (Flip) Greenlee

Modelers
Anthony (Buzz) Passaniti
William Buckley
Dia Hadley
Russell Isler

Animators
Anthony (Buzz) Passaniti
William Buckley
Dia Hadley
Russell Isler
Lisa Lavender

Internal Audio
Rich Gutierrez

Coordinator
Ryan Katz

MOTION CAPTURE: GIANT STUDIOS

Producer
Greg Philpaw

Technical Director
Addison Bath

Motion Edit Lead
Ken Murano

Motion Capture Tech
Ryan Adams
Greg Allen

ADDITIONAL MOTION CAPTURE: DYNAMO PICTURES, INC.

Hiroshi Hirokawa
Motohiko Yoshimura
Yuji Taniguchi
Ikue Tsutsumi
Hiroki Inazuka
Kosuke Chiba
Yoko Tabata

Motion Capture Actors
Sean Ryan
Justin Berti
Laszlo Kotaszek

AUDIO PRODUCTION: SOUNDAMS

Sound Producer
Momo Michishita
Sound Directors
Takumi Kon

Hiroki Matsunaga

Takayuki Saito

Yasuhiro Tamaki

Yuzo Watanabe

Motoki Yasufuku

ADDITIONAL ANIMATION AND MODELING:

G-STYLE

Kengo Shibuya

Animators

Hitoshi Sagai

Yoshiya Yamada

Hideto Nonokawa

Masami Yamazaki

Kei Sasaki

Takeshi Saito

Shuji Uno

Makoto Ishikawa

Modelers

Toshiharu Kimura

Chihaya Kimura

Wakana Nakanishi

Akira Narumi

Masaki Kajita

Keiko Chida

Keita Yamaguchi

Akihiko Kudou

3D BODY SCANS: GENTLE GIANT STUDIOS, INC.

President/Owner

Karl Meyer

VP of Technology

Steve Chapman

VP of Operations

Brian Sunderlin

Project Coordinator

Erika Bach

Digital Engineer

Joshua "Yoshi" DeHererra

Digital Technician

Brandon Parcinski

Marc Smith

Nobu Sasagawa

ADDITIONAL CHARACTER MODELING:

D.A.G.

Shingo Kagaya

Yoshitaka Morota

Atsuko Ohkami

Manabu Suzuki

Takafumi Maja

Kouta Muto

Naoaki Kawamura

Ryuusei Noro

Tatsushi Suzuki

BLACK POINT STUDIOS

President / Director / Art Director or Owner

Stan Miskiewicz

Creative Director or Owner

Alejandro Gil

Lead Technical Directors

Jun Nagaoka, Alex Okita, Alberto Ribas

Art Leads

Geoffrey Nahashon, Burke Revet,

Benjamin Wu, Nate Ross

Artists

Mike Blake

Matt Carter

Chris Paul

Masashi Otake

Kyle Robertson

Ken Min

Etsuko Sudo

John Foreman

Daniel Ikeda

Ronald Quevedo

Jonathan Richardson

Thanittha Prompatima

IT

Ronnie Enriquez

ADDITIONAL SUPERSTAR MODELING: BRAINZOO STUDIOS

ADDITIONAL CHARACTER MODELING: MASSIVE BLACK INC.

Senior Character Artist

B. F. Wingard III

Mike Palleschi

Technical Directors

Chris Emond

Pete "Zeebit" Egbers

Producer

Davey Lei

Senior Producer

Melissa Lee

President

Jason Manley

Assistant

Kyle Manley

POLYGON REDUCTION MODELING: TOSE SHANGHAI

Qiu Jian Ping

Shou Rong Qiang

Chen Jie

Zheng Ying

Ying Yong Gang

Wang Li

Shen Yao

Chai Li Jun

Chen Qin

Wang Ling Ling

Chen Mei Hong

Feng Ling Fei

Pang Xiu Ying

Dong Hai Yan

Li Jian

Zhao Lu

Gong Xing

Song Xiao Ying

Wang Wen Jian

Dai Shi Hong

Lin Ju Bo

Wu Yu Mei

Zhang Li Jun

Zeng Hua

Shao Lin

Zhang Xiao Nan

Chen Jie

ARENA MODELS: PEARL DIGITAL

ADDITIONAL TESTING: DIGITAL HEARTS CO., LTD

MUSIC

"Alive & Kicking"

Written by Nonpoint

Published by Hand Facey Music

(p) © 2005 Bieler Bros. Records

"Bullet With A Name"

Written by Nonpoint

Published by Hand Facey Music

(p) © 2005 Bieler Bros. Records

"Stitches"

by ALLELE

Wood/Hayes/Tobin/Autenzio/Maverick

ALLELE MUSIC (ASCAP)

Produced & Mixed by Ben Schigel

© 2005 Corporate Punishment Records, LLC

"The Enemy"

Performed by Godsmack

(P) 2006 Universal Records, a Division of

UMG Recordings, Inc.

Courtesy of Universal Records under

license from Universal Music Enterprises

"I Ain't Your Savior"

Written by Gene Buerger

Performed by

Bullets and Octane

Careers - BMG Music Publishing/BMI

Forever My Family Music (BMI)

Published by Them Boys Music (ASCAP)

Administered by Bug Music P.2006 The All Blacks B.V.

"Animal I Have Become"

Performed by Three Days Grace

Courtesy of Jive Records

By arrangement with Sony BMG Music

Entertainment

"Riot"

Performed By Three Days Grace

Courtesy of Jive Records

By arrangement with Sony BMG Music

Entertainment

"Money In The Bank (feat. Young Buck)"

Performed by Lil Scrappy

Courtesy of Reprise Records

By arrangement with Warner Music Group

Video Game Licensing

(P) 2006 Reprise Records.

"Lonely Train"

Written by Richard Young, John Young,

Chris Robertson, Jon Lawhon and Ben

Wells

Performed by Black Stone Cherry

Used by Permission of Roadrunner Records

"The Champ"

Performed by Ghostface Killah
(P) 2006 The Island Def Jam Music Group
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"Survive"

Performed by Rise Against
(P) 2006 Geffen Records
Courtesy of Geffen Records under license from Universal Music Enterprises

"Forgive Me"

Written by Donald Spence
Performed by Versus The World
Published by The Suicide Projects" (ASCAP)
Courtesy of Kung Fu Records 2005

"Cool"

Written and performed by Jim Johnston
Courtesy of Columbia Records and World Wrestling Entertainment
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Booyaka 619"

Written by Thomas Lopez
Performed by P.O.D.
Courtesy of Atlantic Recording Corp.
By arrangement with Warner Music Group Video Game Licensing
(p) 2006 Atlantic Recording Corp.
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Darkest Side"

Written and performed by Jim Johnston
Courtesy of Columbia Records and World Wrestling Entertainment
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Ain't No Stoppin' Me"

Written and performed by Jim Johnston
Courtesy of Columbia Records and World Wrestling Entertainment
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)

Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Longhorn"

Written and performed by Jim Johnston
Courtesy of Columbia Records and World Wrestling Entertainment
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Whatever"

Written by Duncan Coutts, Jim Johnston, Jeremy Taggart, Mike Turner and Raine Maida
Performed by Our Lady Peace
Courtesy of Columbia Records and Sony BMG Music Entertainment (Canada)
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"The Time Is Now"

Written by John Cena, Mark Predka and Bobby Russell
Performed by WWE John Cena and Tha Trademarc
Courtesy of Columbia Records and World Wrestling Entertainment
By arrangement with Sony BMG Music Entertainment
Contains a sample from "Ante Up"
Performed by M.O.P., Licensed Courtesy of Loud Records and Sony BMG Music Entertainment; and "The Night The Lights Went Out In Georgia", Written by Bobby Russell and Performed by Pete Schofield and the Canadians, Courtesy of Periwinkle Records/Jeff Sniderman
Published by Pix-Russ Music (ASCAP), Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Lovefurypassionenergy"

Written by Craig R. Rondell, Jim Johnston, Louis A. Lenard, Michael C. Ferrari and Scott D. Menville
Performed by Boy Hits Car
(p) 2002 Wind-up Entertainment, Inc.
Published by Cherry Lane Music Publishing Co., Inc. (ASCAP), Cherry River Music Co.

(BMI), Stephanie Music (BMI), Screech Music (ASCAP)
Stephanie Music (BMI), Screech Music (ASCAP) admin. by Cherry Lane Music Publishing Co., Inc. (ASCAP), Cherry River Music Co. (BMI)

"Metalinus"

Written by M. Tremonti and M. Kennedy
Performed by Alter Bridge
(p) 2004 Wind-up Records, LLC
Published by Mark Tremonti Music (BMI), Open Water Music (BMI), Wallachi Music Publishing, LLC (BMI), Bassgroove Music (ASCAP), Siggys Piggy Music (ASCAP), Viwodocs Music Publishing, LLC (ASCAP) admin. by Wallachi Music Publishing, LLC & Viwodocs Music Publishing, LLC

"Some Bodies Gonna Get It"

Written by Jim Johnston, Paul Beauregard, Darnell Carlton and Jordan Houston
Performed by Three 6 Mafia
Courtesy of Columbia Records/Sony Music Urban
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI), Tefnoise Publishing, LLC (BMI) admin. by Music Resources, Inc.
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Fury of the Storm"

Written by Brian Fair and Jim Johnston
Performed by Shadows Fall
Courtesy of Century Media
Published by Is That A Banana In Your Pocket, LLC (SESAC), Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"I Walk Alone"

Written by Christopher Jon D'Abaldo, David A. Novotny, Jim Johnston, Joseph Scott Sappington, Paul Allen Crosby and Wayne A. Swinney
Performed by Saliva
(P) 2006 The Island Def Jam Music Group
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises
Published by Cherry Lane Music Publishing Co., Inc. (ASCAP), Cherry River Music Co. (BMI), Stephanie Music (BMI), Screech Music (ASCAP)
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(ASCAP) admin. by Cherry Lane Music Publishing Co., Inc. (ASCAP), Cherry River Music Co. (BMI)

"Burn In My Light"

Written by Corey Michael Lane, James Eugene McGlothlin and Jim Johnston
Performed by Mercy Drive
Courtesy of World Wrestling Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI), WB Music Corp. (ASCAP), Dragatone Music, Inc. (ASCAP), Big Chow Music, Inc. (ASCAP), Jimmy Wrote My Songs, Inc. (ASCAP)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)
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"A Girl Like That"

Written by Jim Johnston
Performed by Eleventh Hour
Courtesy of World Wrestling Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Garth Vader" from Ruckus by VideoHelper

"Virtual Voodoo"

Written and composed by Perring/Edwards/Harper
Courtesy Extreme Production Music USA

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Written by Walt Rockman (PRS)

"A Firestorm"

Written by Herman Langschwartz (AKM) and Wolfgang Killian (AKM)

"Rap Sheet"

Written by Rene De Wael (SACEM) and Didier Leglise (SACEM)

"Top Spin"

Written by Adam Salkeld (PRS)

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